EXAMINER'S AMENDMENT

1. An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

2. Authorization for this examiner's amendment was given in a telephone interview with Timothy W. Lohse on Wednesday, June 15, 2011.

3. Please amend the following claims:

1. (previously presented) Computer graphics processor having a renderer for rendering in parallel a plurality of views of 3D images, said renderer comprising:

a rasterizer configured to traverse a surface grid over a surface of a primitive of a 3D image for all of the plurality of different views of said 3D image such that traversing is performed once for said 3D image,

a shader unit configured to determine a color of the output of the rasterizer and forward a shaded color sample along with its screen coordinates, and

a plurality of screen space resamplers, each of said screen space resamplers being configured to resample the shaded color sample determined by said shader unit according to one of the plurality of different views such that resampling is performed a plurality of times in parallel for said 3D image.

2. (previously presented) Computer graphics processor according to claim 1, further comprising:

a texture memory for storing texture maps,

wherein said surface grid is derived from a texture map being associated with said primitive and being stored in said texture memory.

3. (previously presented) Computer graphics processor according to claim 2, wherein a grid associated to one of the texture maps stored in the texture memory is chosen as said surface grid, if three requirements are fulfilled, said three requirements including:

said texture map is addressed independently,

said texture map is based on a 2D texture, and

the texture coordinates at the vertices do not make up a degenerate primitive.

4. (previously presented) Computer graphics processor according to claim 3, wherein the texture map with the largest area in texture space is chosen, if more than one texture maps stored in said texture memory fulfill said three requirements.

5. (previously presented) Computer graphics processor according to claim 1 or 2, further comprising:

a means for addressing a display screen,

said renderer having an input for a 3D model and an input for at

least one viewpoint for rendering image information for supplying to the addressing means,

wherein the renderer further comprises an initial part having an input for the 3-D model and for at least one main view point for rendering objects in the form of at least one main view point Z-stack having stack layers with color information and Z-values,

the renderer further comprising a Z-stack constructor in which, from the at least one main view point Z-stack generated by the initial stage, Z-stacks for additional viewpoints are

constructed, and a further image information occlusion semantics stage for generating image information from the z-stacks.

6. (previously presented) Computer graphics processor according to claim 5, wherein said renderer further comprises an object extracter for extraction of objects from a view point zstack.

7. (previously presented) Computer graphics processor according to claim 6, wherein the object extracter is arranged for extracting objects from the at least one main view point z-stack.

8. (previously presented) Computer graphics processor according to claim 5, wherein the renderer comprises a DOF rendering stage wherein the DOF rendering stage is arranged for DOF processing of the at least one main view point z-stack into at least one main view point zstack comprising DOF blurring.

9. (Currently Amended) Method of rendering a plurality of different views of 3D images, comprising the steps of:

traversing a surface grid over a surface of a primitive of a 3D image for all the different plurality of views of said 3D image such that the traversing is performed once for said 3D image,

determining a color of the output of the traversing and forwarding a shaded color sample along with its screen coordinates, and

resembling the shaded color sample for each of the different plurality of ~~N~~ views such that the resembling is performed a plurality of times in parallel for said 3D image.

10. (previously presented) The method of rendering a plurality of views of 3D images according to claim 9, further comprising the steps of:

storing texture maps in a texture memory wherein said surface grid is derived from a texture map being associated with said primitive and being stored in said texture memory.

11. (previously presented) The method of rendering a plurality of views of 3D images according to claim 10, wherein a grid associated to one of the texture maps stored in the texture memory is chosen as surface grid, if three requirements are fulfilled, said three requirements including:

said texture map is addressed independently,

said texture map is based on a 2D texture, and

the texture coordinates at the vertices do not make up a degenerate primitive.

12. (previously presented) The method of rendering a plurality of views of 3D images according to claim 11, wherein the texture map with the largest area in texture space is chosen, if more than one texture maps stored in said texture memory fulfill said three requirements.

13. (previously presented) The method of rendering a plurality of views of 3D images according to claim 11, further comprising the steps of:

supplying data and addressing means of a 3D display device wherein for a main view point objects in the form of at least one main view point Z-stack comprising stack layers are rendered with RGB and Z-values, and

constructing from the at least one main view point Z-stack z-stacks for additional viewpoints, and

generating from the Z-stacks for additional viewpoints by means of Z-tracing data to be supplied to the addressing means.

14. Cancelled.

Conclusion

4. Any inquiry concerning this communication or earlier communications from the examiner should be directed to ABDERRAHIM MEROUAN whose telephone number is (571)270-5254. The examiner can normally be reached on Monday to Friday 7:30 AM to 5:00 PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Andrew Wang can be reached on (571) 272-0811. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/A. M./

Examiner, Art Unit 2628

/Andrew Wang/

Supervisory Patent Examiner, Art Unit 2628